

Button Practice - Timed

File Info:	TButtonPractice.exp, TButtonPractice_Spanish.exp, KButtonPractice.exp
Brief Description:	This game is designed to familiarize participants with pressing touch screen buttons with their hands on the handle bars. (The KButtonPractice version is to familiarize subjects with pressing the buttons on the keyboard – no handle bar!) There is a training session, a short practice, and a timed game (which can be used to gather choice RT data).
Versions:	There is also a Spanish version of this game as well as an English, key-press version
Program Info:	PRESENTATION Program
Task Design:	<ul style="list-style-type: none">• Instructions• Practice Trials (4) x up to 2<ul style="list-style-type: none">◦ 1000 msec Blank → Inf. Stim.• Trials (8)<ul style="list-style-type: none">◦ 1000 msec Blank → Inf. Stim.
Block Design:	<p>Practice (4) x up to 2:</p> <ul style="list-style-type: none">◦ <i>Passing Criteria:</i> If experimenter selects NO for “Done?” the program runs the 2nd round◦ For KButtonPractice, practice will also repeat if the participant misses one or more practice trials. <p>Trials (8)</p> <ul style="list-style-type: none">◦ Subject prompted to go as fast as he/she can◦ Trials remain on screen until correct button is pushed (TButtonPractice / TButtonPractice_Spanish)◦ Trials remain on screen until a VALID button is pushed (KButtonPractice)
Responses:	<ul style="list-style-type: none">• Directions: advance with the <Enter> key by the experimenter• Done?: If this was sufficient practice select ‘Y’ for yes, otherwise ‘N’ for no• Trials: advanced by CORRECT response from participant (or any valid response in KButtonPractice)• Responses are Left-hand and Right-hand button presses to the touch screen
Buttons:	<p>English (TouchScreen):</p> <ol style="list-style-type: none">1. Mouse Button 0 (left click)2. Enter3. Y4. N5. S <p>Spanish (TouchScreen):</p> <ol style="list-style-type: none">1. Mouse Button 0 (left click)2. Enter3. Y4. N5. S <p>English (KeyPress – made for FULL size keyboard):</p> <ol style="list-style-type: none">1. Enter2. Y3. N4. S5. Ctrl6. Num Enter

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Data

- Data saved at **END** of game (or when **S** is pressed)
- **DATA** (saved as comma delimited .txt file – “ButtonPractice_subjectID.txt”)
- See instructions for **Compiling Data** and **Opening Comma Delimited Files**

DATA KEY:

SubjectID	Subject's unique ID code
Experiment	Name of Experiment (ButtonPractice)
BlockNo	1 = Practice Block, 2 = Trial Block
TrialNo	The order in which the trial was given (counting starts over for each block)
TrialType	Slow = Practice, Fast = Actual Trials
StimSide	1 = Left, 2 = Right
RT	Reaction Time in Milliseconds

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In this game the child is told to press the button that has a smiley face on it. So the button with a smiley face will either appear on the right or left side. The main point of this game is to familiarize the children with the handle bars and pushing of the buttons. This is also where we can collect their baseline RT's.

The experimenter says:

"Today you're going to press buttons!"

"In the button games your hands should always be on the handle bars, just use your finger to press the button"

"Remember, after you press a button to take your finger off the screen and back on the handle bar".

Example 1 (Left side)



Example 2 (Right side)

